

EDUCACHESS is an innovative project based on chess as an **educational** and **therapeutic resource**, bringing numerous benefits in the fields of education, society, and health.

This **global** project consists of several interrelated subprojects, with the **educational** one as the fundamental basis that supports the others, especially the **social** and **solidarity** areas.

- The latter will allow for the easy generation of significant annual financial⁵ resources for solidarity causes.
- This universal game-sport is ideal for stimulating cognitive abilities and fostering the acquisition of emotional skills.
- Furthermore, as chess is associated with intelligence, it is an ideal tool for promoting values such as **gender equality** and **multiculturalism**.
- To facilitate the implementation of the project, all multilingual materials will be offered **free of charge** to both users and trainers.
- This project, created by all and for all, encourages cooperation with other proposals or integration with them, with the aim of exponentially multiplying the reach and impact of its goals.
- The success of the other five subprojects will act as a driving force to stimulate and consolidate the growth of the sports subproject.

Promote the universalization of chess through the implementation of **educational chess**¹ in schools.

Become a global benchmark in educational chess by developing a multilingual platform (**WikiChess** 3.0)² that guarantees universal and free access to **educational resources**³ and to the **Educachess School Contest**⁴.

To ensure the sustainability and international projection of *Educa-chess*, it will be necessary to provide it with solid infrastructure, such as the creation of a **UNESCO Chair of Chess**⁶ or the integration of the project into a prestigious foundation.

Promote collaboration agreements with media figures and/or foundations to strengthen the objectives of the *Educachess* project, especially those aimed at generating financial resources for solidarity causes.

¹ See Annex 1, where the innovative approach of educational chess is explained, focused on competence-based learning.

² See Annex 4.

³ See Annex 7.

⁴ See Annex 2.

⁵ See Annex 11.

⁶ See Annex 3.



www.educachess.org

ACTIONS Global Framework



Promote the practice of chess

See Annex 5



Implementing educational chess

Developing Competencies

Emotional



Creative



Cognitive



Promoting sports chess

Acquire Values

Gender equality

Relations intergenerational



Multiculturalism



See Annex 9

Promoting therapeutic chess

Enhance cognitive skills

Stroke

Alzheimer

Addictions

See Annex 8

Educational Chess **Awards**

See Annex 2

Create solidarity **School Contest**

Based on evidence on

las transversalities of chess and cognitive abilities



International

See Annex 3

Boost (create) **UNESCO Chess Chair**

Cooperation, research and dissemination



UNITWIN Network

Solidarity causes

Registrations and donations

Media Figures

Chess

WikiChess

See Annex 4

Interactive museum



Theme park Chessland

Optional (See Annex 10)



Metaverse (of Chess or Sports)

Animated series



Associated with intelligence

Campaign

Training complementary for

Other sports







